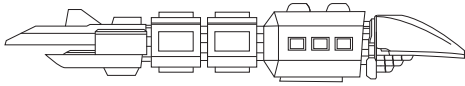


Chouka Revelation Auxiliary Carrier



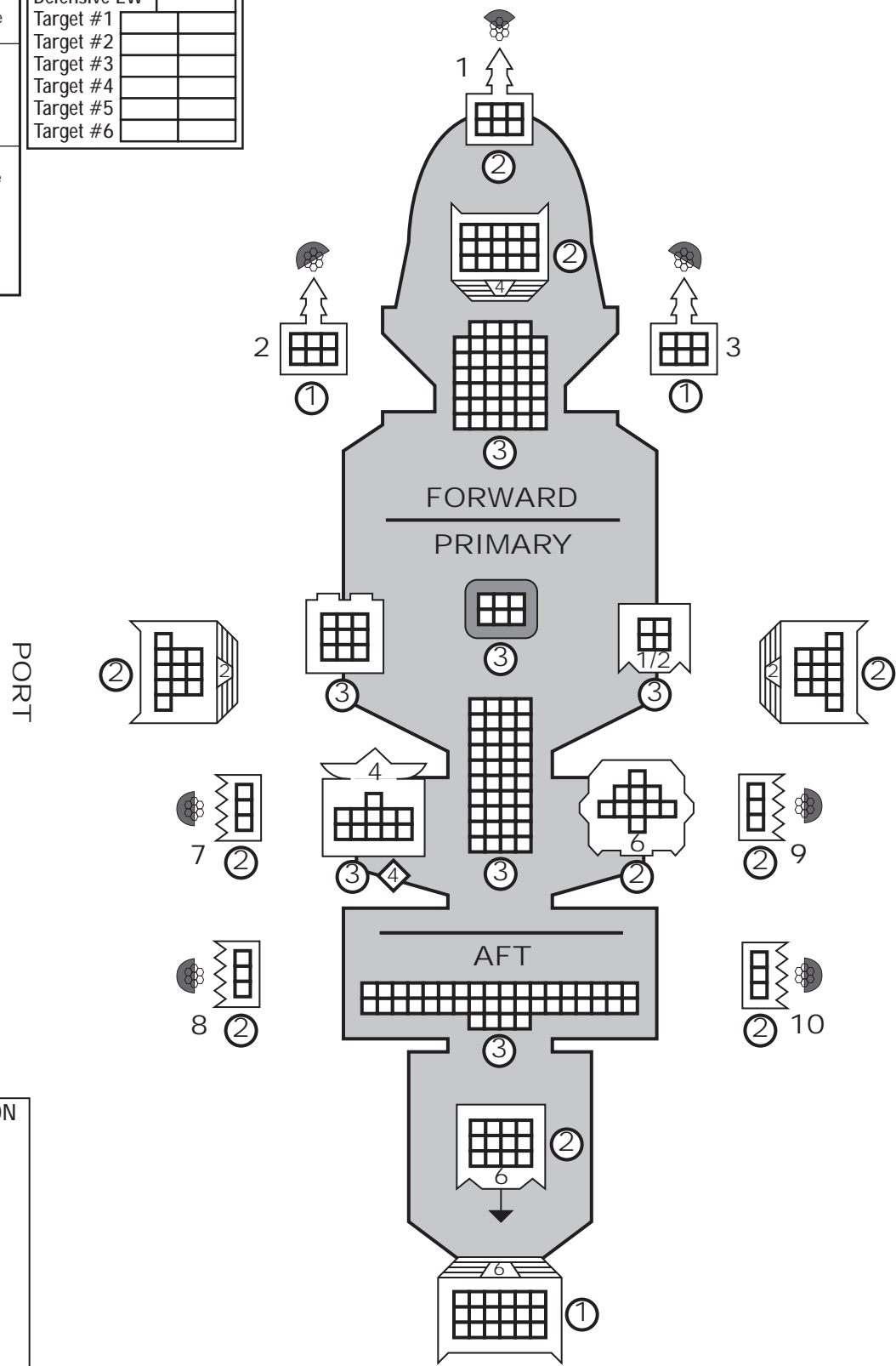
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 13
In Service: 1968	Turn Delay: 1 x Speed	Stb/Port Defense: 15
Point Value: 220	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 130	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +4
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Class-0 Missile Rack
Class: Ballistic
Missiles: 8
Range Penalty: None
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Point Plasma Gun
Class: Plasma
Mode: Standard
Damage: 2d6 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +1/+1/+2
Int. Rating: -1 (vs. ballistics)
Rate of Fire: 1 per turn

FORWARD HITS
1-5: Retro Thrust
6-9: Missile Rack
10-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-5: Main Thrust
6-8: Aft Hangar
9-10: Point Plasma Gun
11-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Structure
8-9: Port/Stb Thrust
10-11: Point Plasma Gun
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

MAIN HANGAR
0 Fighters
4 Shuttles: Thrust: 3
Armor: 1 Defense: 11/11
AFT HANGAR
12 Fighters



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Class-0 Missile Rack
Point Plasma Gun

MISSILES
Rack #1
Rack #2
Rack #3